
On discrete boundaries and solution accuracy in anisotropic adaptive meshing

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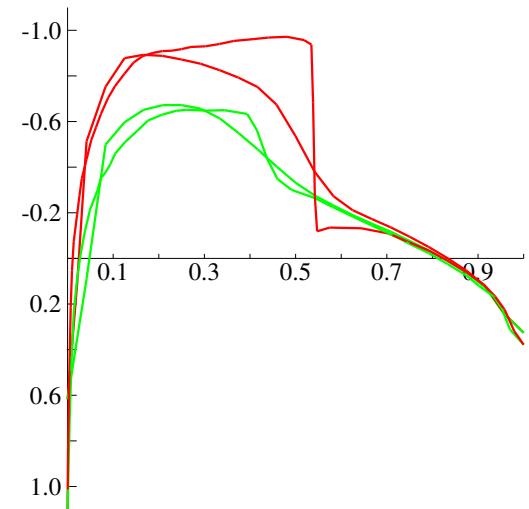
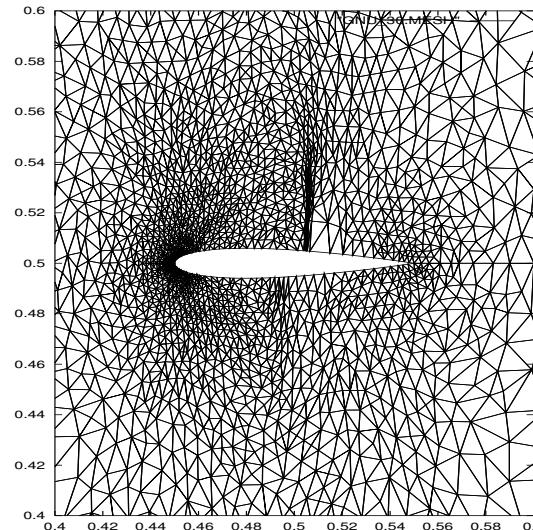
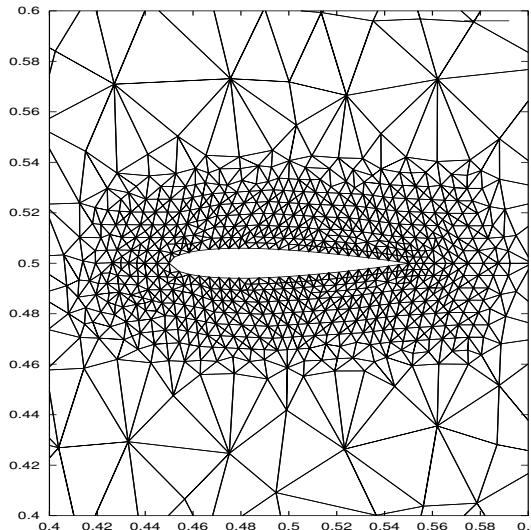
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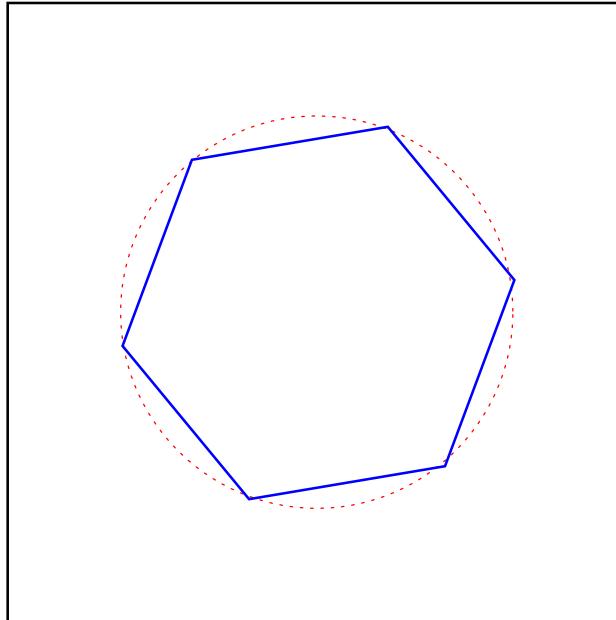
Motivation

- Anisotropic adaptive meshes improve accuracy of the simulation

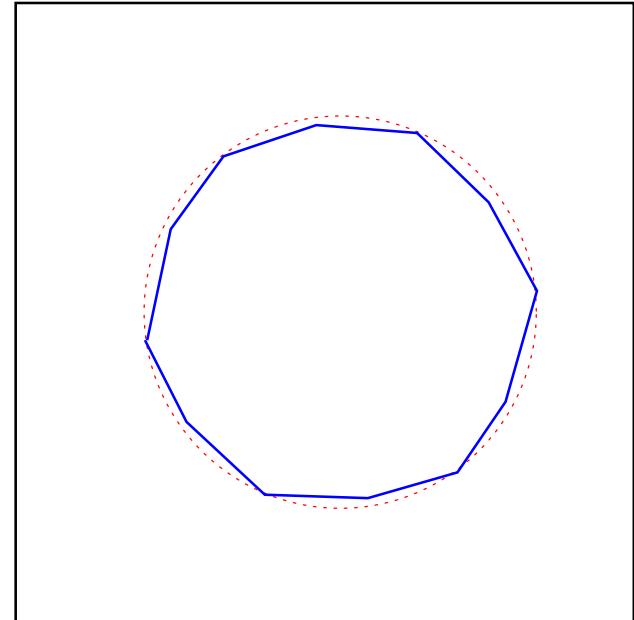


Motivation (cont.)

- The final error is no better than the surface approximation
- The approximation may be improved with Higher Order Reconstruction Methods



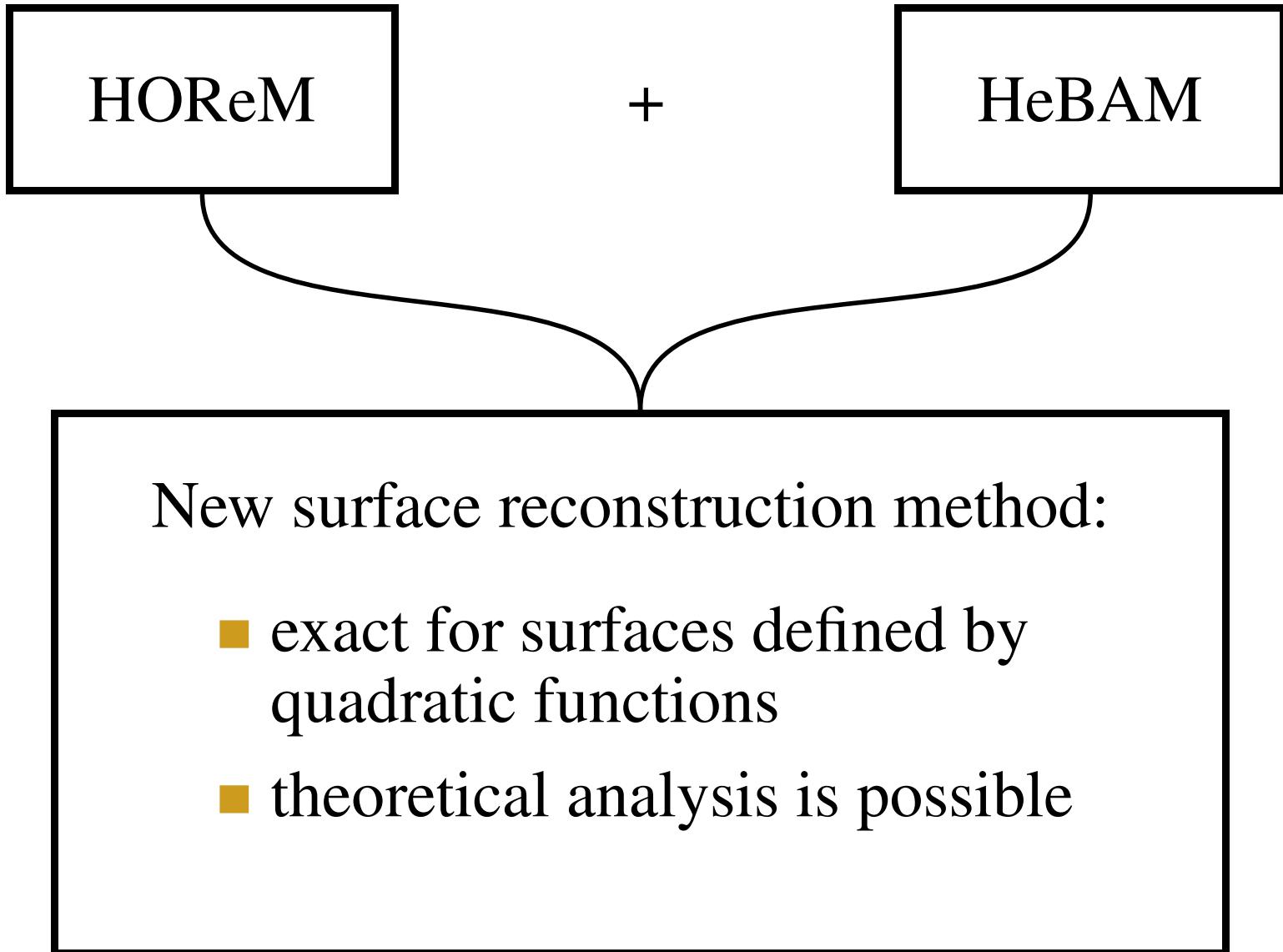
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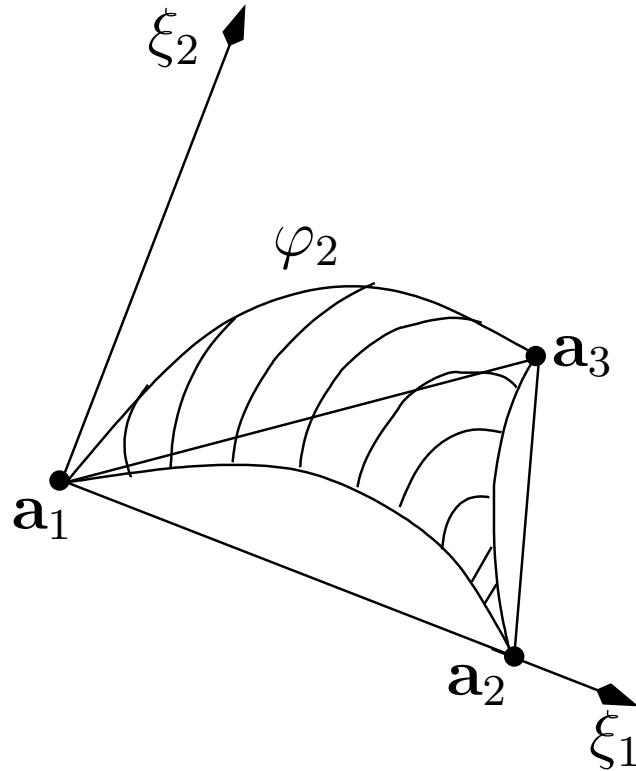
Motivation (cont.)

- Hessian-Based Adaptation Methods (HeBAM):
 - provide methodology for approximating the Hessian of a piecewise-linear function;
 - are supported by a number of theoretical results;
 - are exact for quadratic functions u .

Motivation (cont.)



Hessian-based surface reconstruction



surface triangle t and
quadratic function φ_2

- 2D multi-point Taylor formula reads

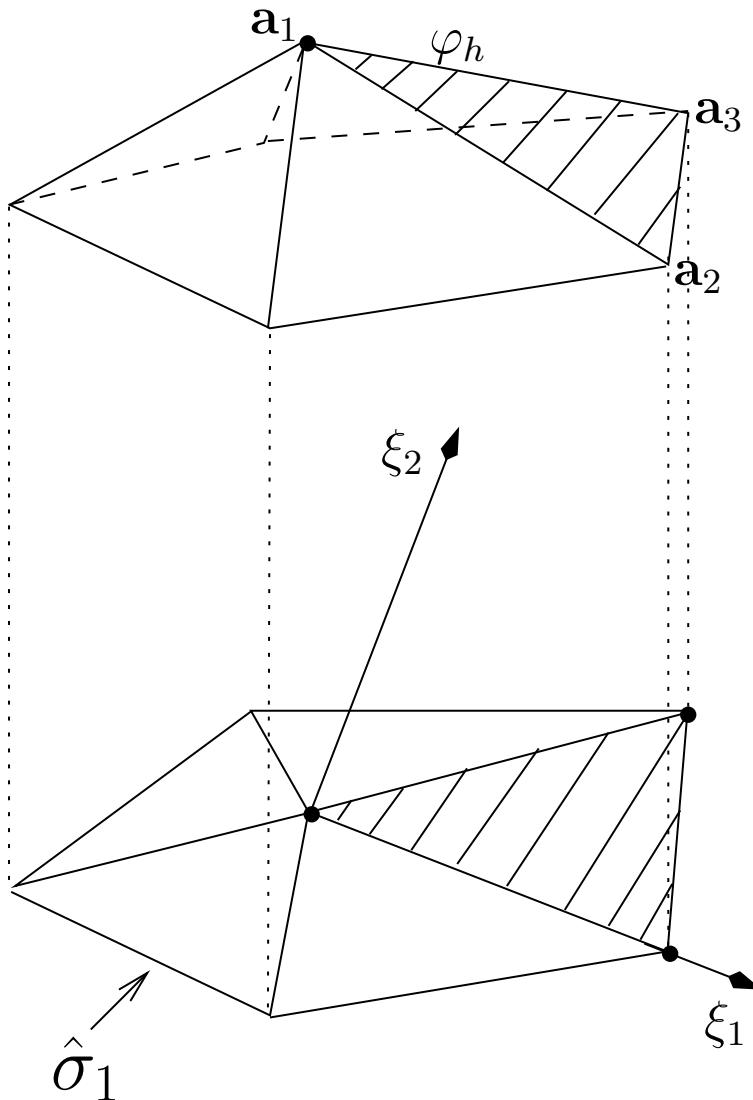
$$\varphi_2(\boldsymbol{\xi}) = -\frac{1}{2} \sum_{i=1}^3 (\mathbb{H}_2(\boldsymbol{\xi} - \mathbf{a}_i), (\boldsymbol{\xi} - \mathbf{a}_i)) p_i(\boldsymbol{\xi})$$

- **Lemma.** Components of \mathbb{H}_2 are uniquely defined by three numbers:

$$\alpha_i = (\mathbb{H}_2 \ell_i, \ell_i), \quad \ell_i = \mathbf{a}_{i+1} - \mathbf{a}_i,$$

where $i = 1, 2, 3$.

Hessian-based surface reconstruction



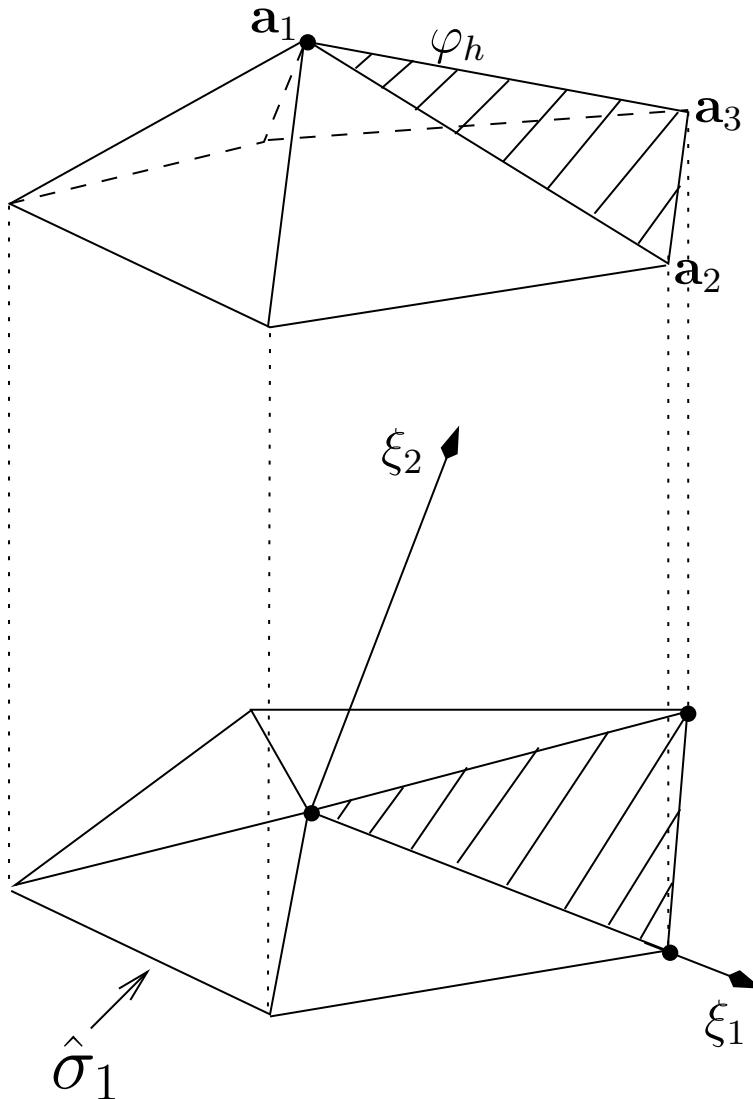
surface patch and its
projection on $\xi_1 \xi_2$ -plane

- Let $\varphi_h(\xi)$ defines the piecewise linear surface.
- The components of $\mathbb{H}_h(\mathbf{a}_1) = \{\mathbb{H}_{h,i,j}(\mathbf{a}_1)\}$ are defined in a weak sense by

$$\int_{\hat{\sigma}_i} \mathbb{H}_{h,i,j}(\mathbf{a}_1) \psi_h \, dS = - \int_{\hat{\sigma}_i} \frac{\partial \varphi_h^i}{\partial \xi_i} \frac{\partial \psi_h}{\partial \xi_j} \, dS$$

for any piecewise linear function ψ_h vanishing on $\partial \hat{\sigma}_1$.

Hessian-based surface reconstruction



surface patch and its
projection on $\xi_1 \xi_2$ -plane

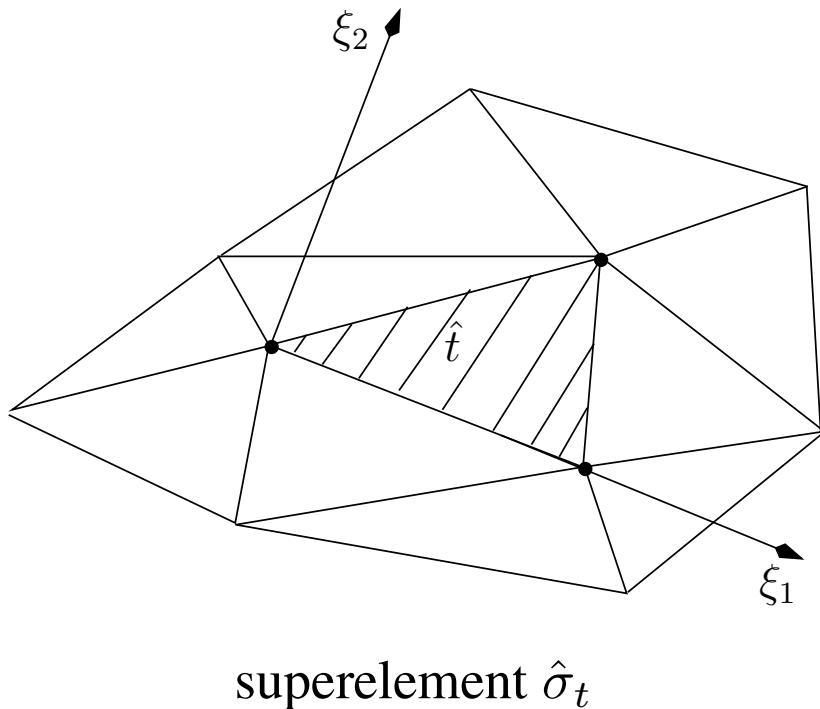
- Define α_i as follows:

$$\alpha_i = \left(\frac{\mathbb{H}_h(\mathbf{a}_i) + \mathbb{H}_h(\mathbf{a}_{i+1})}{2} \ell_i, \ell_i \right)$$

- **Lemma.** Quadratic surfaces are recovered exactly.

- The reconstruction is invariant of the choice of $\xi_1 \xi_2$ -plane.

Error estimates



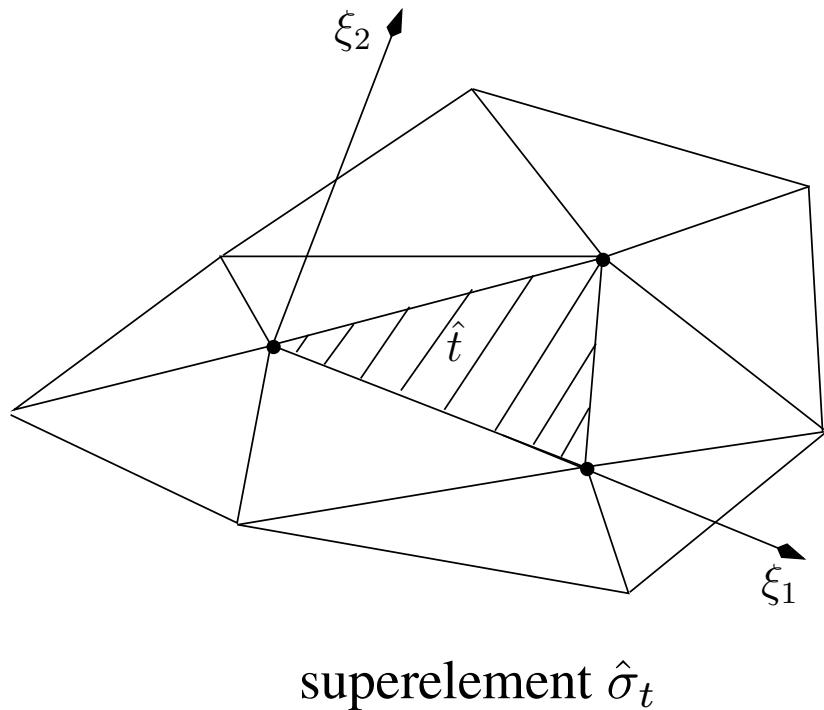
- Assume that superelement $\hat{\sigma}_t$ is quasi-uniform with size h .
- Assume small variation of the exact Hessian:
$$\|\mathbb{H} - \bar{\mathbb{H}}(\boldsymbol{\xi}^*)\|_{L_\infty(\hat{\sigma}^t)} \leq \delta;$$

$\boldsymbol{\xi}^*$ is a point where \mathbb{H} attains $\max |\det(\mathbb{H})|$.

- Assume small gradient error

$$\|\nabla \varphi - \nabla \varphi_h\|_{L_2(\hat{\sigma}^t)} \leq \varepsilon$$

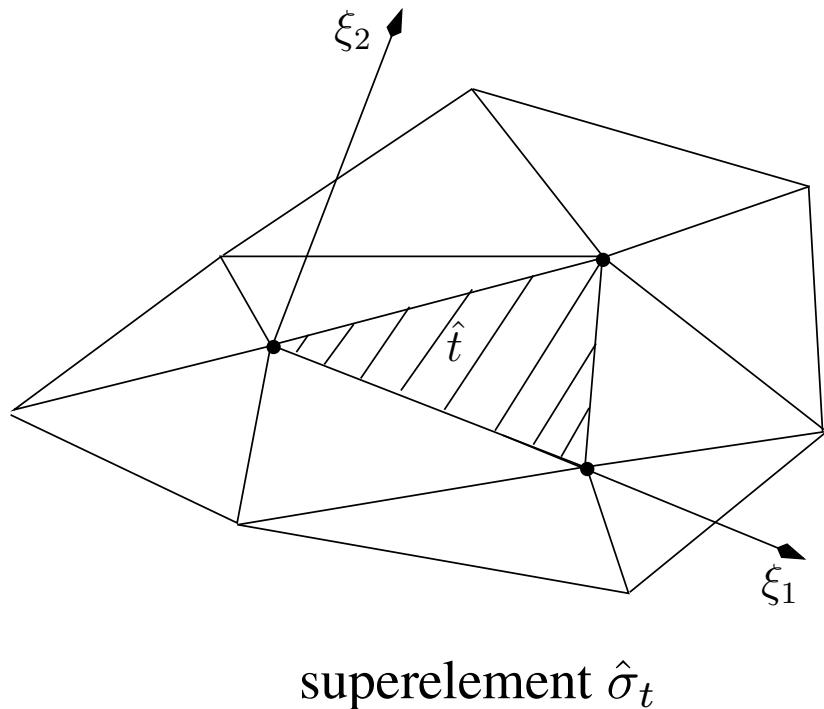
Error estimates (cont.)



Theorem. Under the above assumptions, the reconstructed function φ_2 satisfies:

$$\|\varphi - \varphi_2\|_{L_\infty(\hat{t})} \leq C(\varepsilon + \delta h^2).$$

Error estimates (cont.)



Corollary. For smooth surfaces ($\varphi \in C^3(\hat{\sigma}^t)$), we get $\delta \sim h$, $\varepsilon \sim h^3$, and

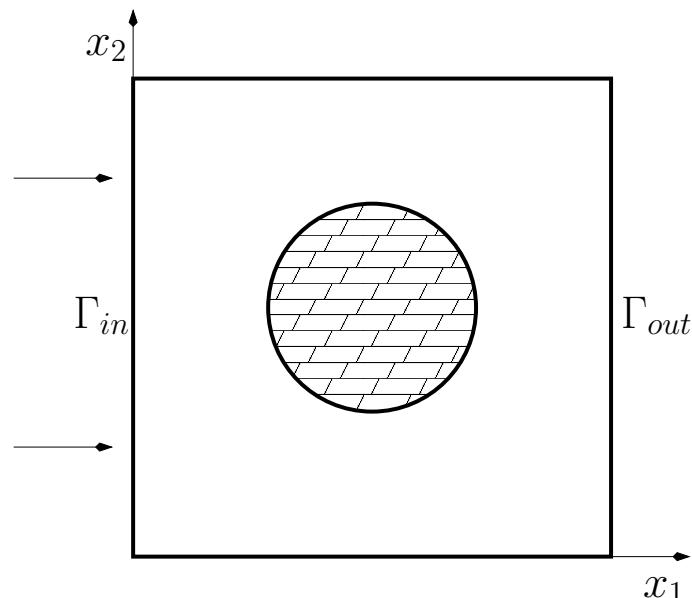
$$\|\varphi - \varphi_2\|_{L_\infty(\hat{t})} \leq Ch^3.$$

Numerical experiment

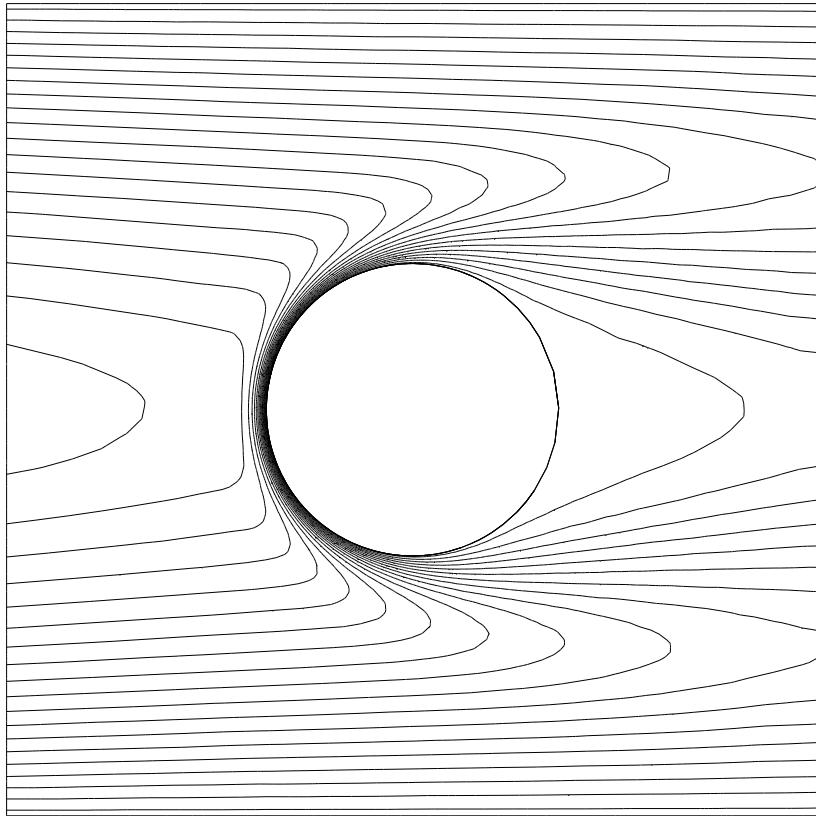
Consider the convection-diffusion problem:

$$\begin{aligned} -0.01\Delta u + \vec{b} \cdot \nabla u &= 0 \quad \text{in } \Omega \\ u &= g \quad \text{on } \Gamma_{in} \\ \frac{\partial u}{\partial n} &= 0 \quad \text{on } \Gamma_{out} \\ u &= 0 \quad \text{on } \partial\Omega \setminus (\Gamma_{in} \cup \Gamma_{out}). \end{aligned}$$

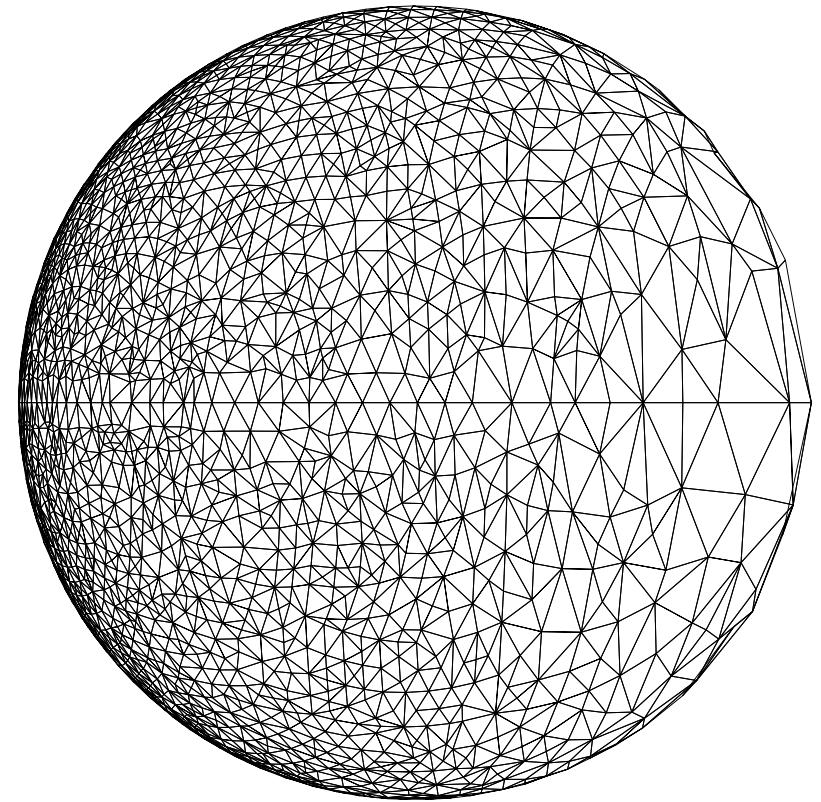
- $\vec{b} = (1, 0, 0)^T$ is the velocity field
- $g(x_2, x_3) = 16x_2(1 - x_2)x_3(1 - x_3)$



Numerical experiment (cont.)

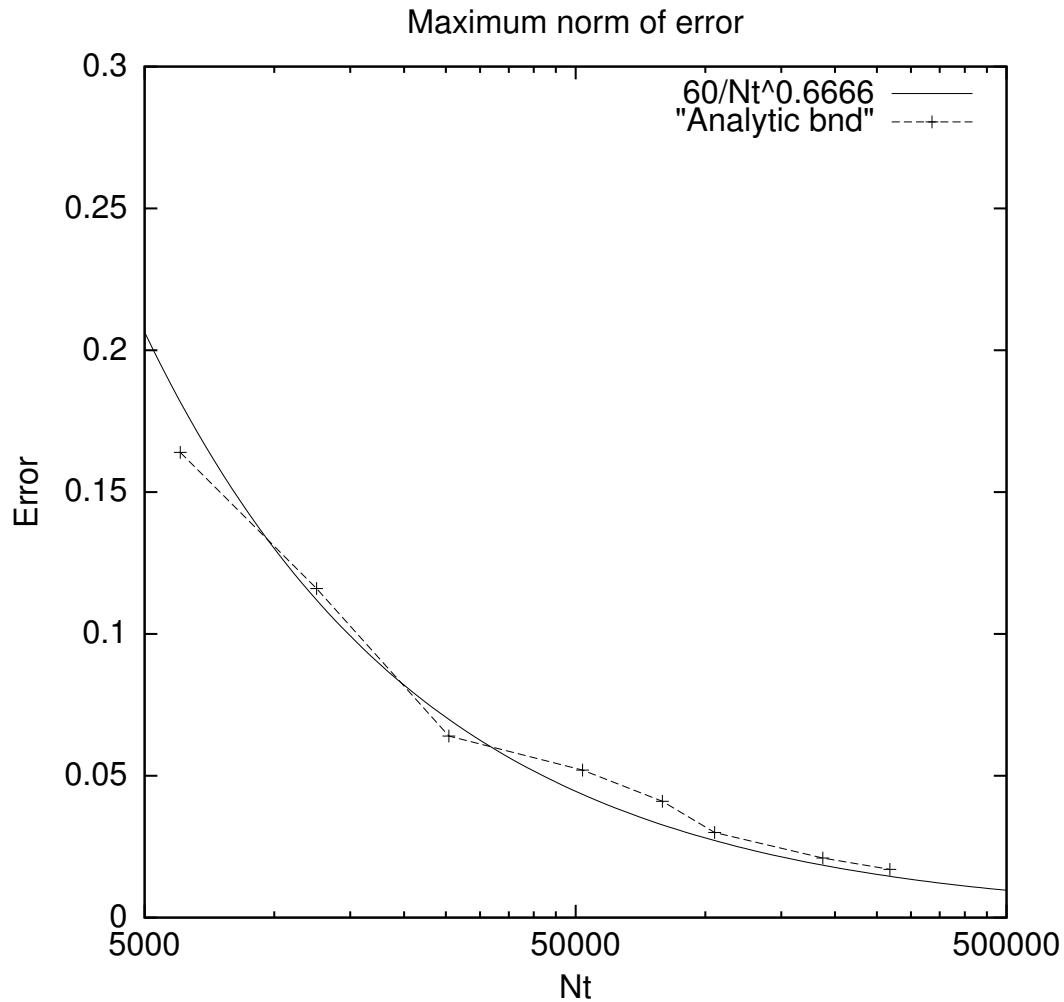


"exact" solution u



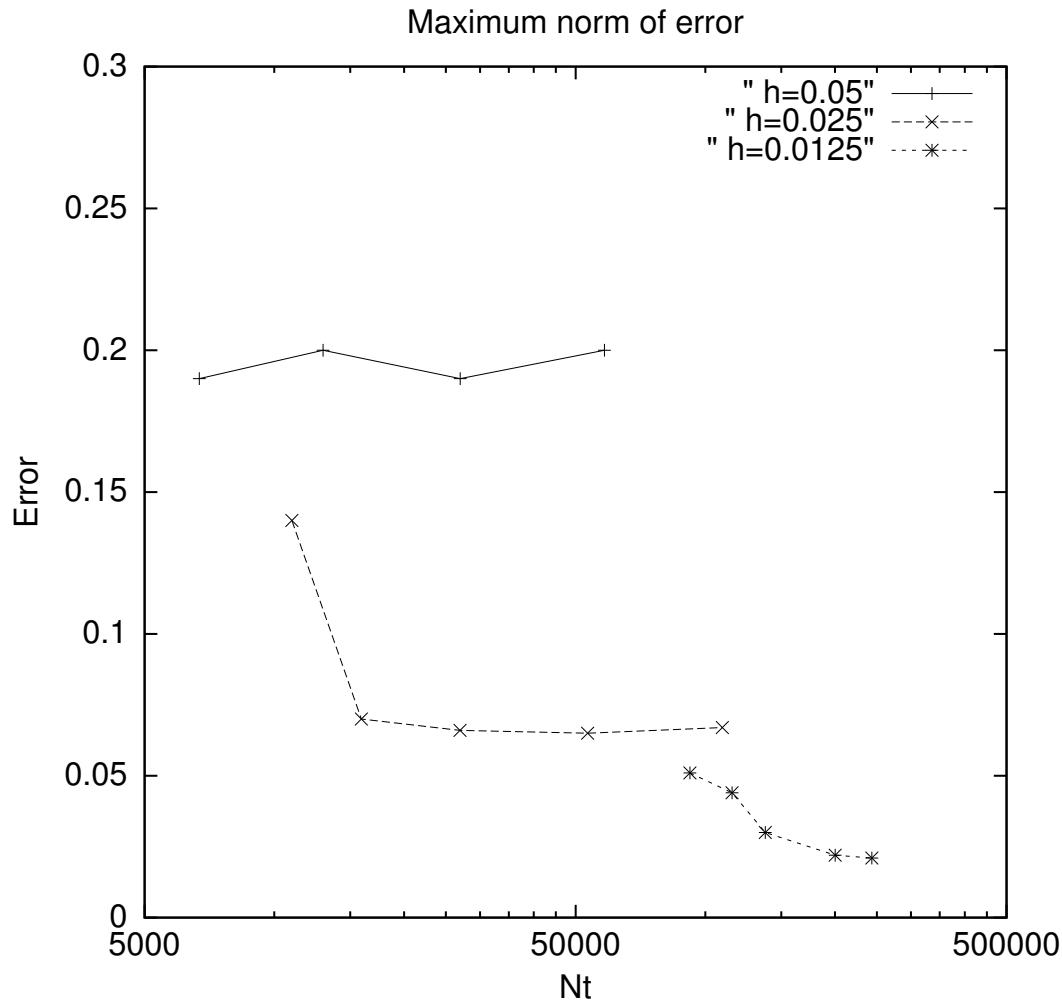
surface mesh

Analytic surfaces



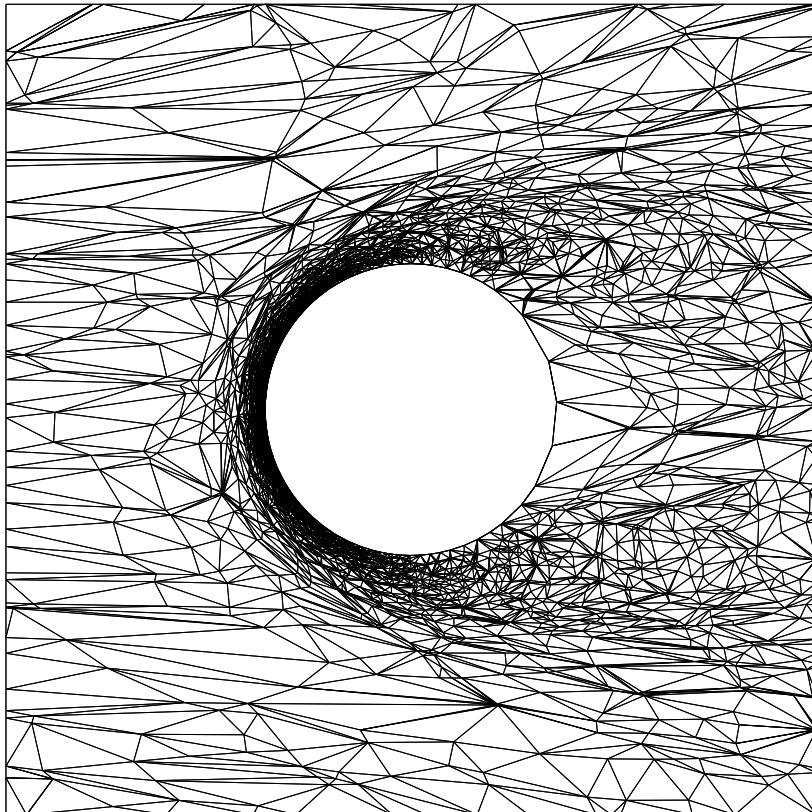
- Error fits the analytic curve
 - This confirms the theoretical prediction for polyhedral domains.
- $60 N_t^{-2/3}$.

Discrete surfaces

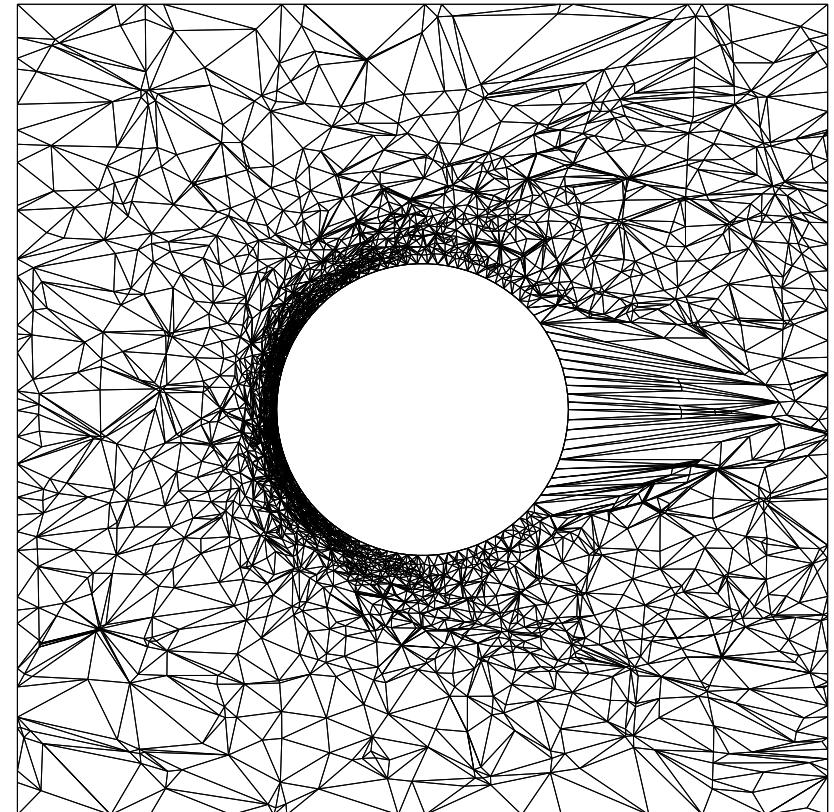


- Two refinements of quasi-uniform surface mesh.
- Saturation of L_∞ error $\sim h^2$
- There is no theoretical prediction of impact of the surface discretization on the solution error.

Discrete surfaces (cont.)

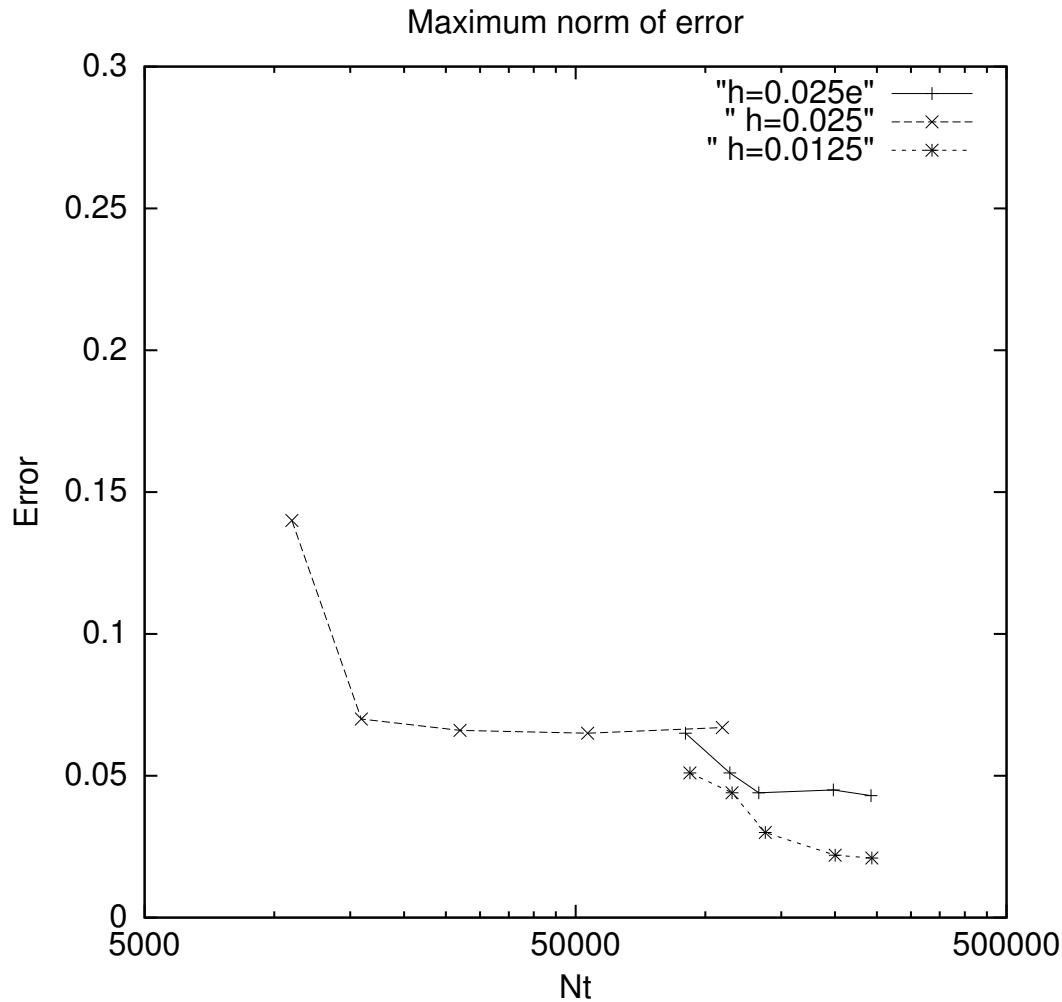


analytic boundary



fixed boundary points

Reconstructed discrete surfaces



- The L_∞ error on reconstructed mesh is between errors for two uniformly refined surface meshes:
$$0.021 < 0.043 < 0.067.$$
- There is no theoretical results estimating the error drop on the reconstructed mesh.

Conclusion & Future plans

- We proposed and analyzed theoretically a new surface reconstruction technique.
- For a particular convection-diffusion problem, the saturation error is proportional to h^2 .
- Future plans:
 1. Obtain theoretical estimates for the saturation error.
 2. Extend existing theoretical results to the energy norm.